

Talon: A Tarot Card Game

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A modern tarot trick taking game designed by James D. Wickson primarily for use with Trionfi: Tarot Playing Cards

All rule sections are numbered for easy reference.

1.0 The Introductory Game for Three Players.

1.1 The Cards

The deck consists of 78 cards.

The suit cards are spades, hearts, diamonds and clubs. These cards are ranked king, queen, cavalier or knight, jack, 10, 9, 8, 7, 6, 5, 4, 3, 2, and ace. The king, queen, cavalier, and jack are the court cards and the 10, 9, 8, 7, 6, 5, 4, 3, 2, and ace are the pip cards or empty cards.

In the game for three players, only 42 of the 78 cards are used. The pip cards of the suits ranking below the 10 are removed so that each suit consists only of the king, queen, cavalier, jack, and 10.

Twenty-one numbered cards are tarocks or trump cards. The numbered tarocks are ranked from tarock 21 down to tarock 1 and they beat any suit card. Tarock 21 is called "the world," "the mondo," or simply abbreviated as "the mond," and tarock 1 is called "the pagat" or "the little man."

Finally, the fool, also called "the excuse," is unnumbered but marked by a star.

The world, the pagat, and the fool are the three oudlers (pronounced "ood-lers") or matadors.

Each card has a card point value as follows:

Oudlers and kings are worth 5 card points each.

Queens are worth 4 card points each.

Cavaliers are worth 3 card points each.

Jacks are worth 2 card points each.

All other cards are worth 1 card point each.

1.2 The Deal

One player is chosen randomly to be the first dealer by any method on which the players agree. Players may, for example, select the dealer by drawing a high card. After each hand, the turn to deal passes to the left. The dealer shuffles the cards and offers them to the player on his or her right to cut. The dealer then places the top six cards face down in the center of the table without rearranging them. These cards are known as the "talon" or the "kitty." The dealer then deals out the remaining cards in groups of six, so that after two rounds each player will have 12 cards in his or her hand. Except in the unusual case in which the deal is annulled, players keep the cards in their hands secret from all other players.

The deal is annulled if any player has no tarocks in his or her hand. The deal is also annulled if a player has a dry pagat, that is, having the pagat and no other tarocks. The fool counts as a tarock for this purpose. In such cases; the player without tarocks or having a dry pagat immediately shows this hand to the other players, all players throw in their cards, and the same dealer re-deals the cards.

1.3 The Auction

There is a single round of bidding after the cards have been dealt (1.2), in which each player has only one opportunity to bid or to pass. A player bids by choosing a contract based on how few cards he or she wishes to exchange with the talon. The fewer the cards a player wishes to exchange with the talon, the higher the bid. The highest bidding player becomes the declarer or the taker. The remaining players form a temporary team of defenders trying to prevent the declarer from making enough card points to win the contract. The players speak in turn, in a clockwise order; beginning with the player to the dealer's left, called "the forehand" or "the eldest." The forehand is not allowed to pass but may begin with any of the four possible contracts. The other players may either bid higher than the last bid or pass if they do not wish to be the declarer for the hand.

1.3 continued

The four possible contracts in the three player game, from the lowest to the highest, are as follows:

“Preference” or “Three”

The declarer turns all six cards of the talon face up without rearranging their order. The declarer then selects either the first three cards or the last three cards to take into his or her hand. The remaining three cards of the talon count towards the defenders' tricks at the end. The preference contract is only available to the forehand who is not allowed to pass.

“Duo” or “Two”

The declarer turns all six cards of the talon face up without rearranging their order. The declarer then selects the first two, the middle two, or the last two cards to take into his or her hand. The remaining four cards of the talon count towards the defenders' tricks at the end.

“Uno” or “One”

The declarer turns all six cards of the talon face up. The declarer then selects any one card to take into his or her hand. The remaining five cards of the talon count towards the defender's tricks at the end.

“Solo” or “Zero”

The talon remains face down. No one looks at the talon during the play of the hand and all six cards count towards the defenders' tricks at the end. In this contract, there is no exchanging of cards with the talon.

1.4 Exchanging with the Talon

After taking cards from the talon; the declarer discards three cards, two cards, or one card from his or her hand according to the contract. In the case of a solo contract, the declarer does not discard any cards and play immediately begins. Cards discarded by the declarer are not normally shown to the other players and they are placed face down in the declarer's trick pile. The declarer is allowed to discard cards taken from the talon, but the declarer may never discard kings or oudlers. The declarer may not discard tarocks, except in the case that there is no other option. These discarded tarocks may not include oudlers and they must be shown to the other players.

1.5 The Play of the Cards

Once the declarer has discarded (1.4), if playing a contract other than solo; players begin playing their cards to the table in a clockwise direction. Regardless of who is the declarer, the forehand leads first by playing any card from his or her hand face up to the center of the table. Play passes to the left with each player in turn also playing one card face up.

Players must follow suit if they can; that is, they must play a card of the same suit as the card led. If a tarock has been led, players must play a tarock if possible. If players cannot follow suit because they have no cards of the suit led, then they must play a tarock. If a player has no cards in the suit led and also has no tarocks, then any card can be played. This is known as “playing to a trick.”

The fool is the highest ranking trump. Although it is unnumbered, the fool is played as though it were tarock 22. This means that if the player holding the fool has no numbered tarocks, that player must play the fool if lacking any cards of a suit led to a trick or if a tarock is led to a trick. If the fool is led to a trick, players must play a tarock to that trick if possible.

The trick is won or taken by the highest ranking card played in the suit led to that trick, unless the trick contains a tarock; in which case, the highest ranking tarock wins it. The cards taken in a trick are placed face down in a trick pile in front of the winner of the trick. The contents of a player's trick pile are not revealed to the other players during the play of a hand. The player winning a trick leads to the next trick.

1.6 Scoring

Players decide in advance how many hands they will play; perhaps a number equal to or a multiple of the number of players, and the winner is the player having the most victory points, also called “game points,” after all the hands have been played. Players may keep score by writing on paper, by using chips or tokens, or by any other method.

1.6 continued

To win a contract, the declarer must win more than half of the available card points.

In the three player game with 42 cards, there are a total of 94 card points. To win a contract in the three player game, the declarer must win at least 48 of these card points in his or her trick pile. The declarer loses a contract if he or she wins 47 or fewer of these card points.

The victory point values of the contracts are as follows:

If the declarer has bid preference and has won this contract, he or she is paid one victory point by each defender. If the declarer loses this contract, he or she pays one victory point to each defender.

If the declarer has bid duo and has won this contract, he or she is paid two victory points by each defender. If the declarer loses this contract, he or she pays two victory points to each defender.

If the declarer has bid uno and has won this contract, he or she is paid three victory points by each defender. If the declarer loses this contract, he or she pays three victory points to each defender.

If the declarer has bid solo and has won this contract, he or she is paid four victory points by each defender. If the declarer loses this contract, he or she pays four victory points to each defender.

In summary, the declaring side wins or loses victory points based on the value of the contract. The fewer the cards the declarer exchanges with the talon according to the contract, the more victory points his or her side wins or loses. Victory point scores may be positive or negative. In each hand, the sum of the declaring side's victory points and the defending side's victory points always equals zero.

2.0 The King Calling Game: The Introductory Game for Four Players

In the King Calling Game, the declarer has the option of playing with a secret partner by calling a king. The contracts available in the auction (1.3) are the same preference, duo, uno, and solo contracts as in the three player game and the forehand is not allowed to pass. After the auction, the declarer may name a suit. If the declarer is playing a contract other than solo, the declarer names the suit before exposing the cards in the talon (1.4). The player holding the king of the named suit becomes the partner of the declarer. The identity of the declarer's partner remains secret until the called king is played to a trick. The identities of players as defenders also remain secret.

The declarer may name the suit of a king in his or her own hand to play alone against all the other players. The other players will not know of it until the declarer plays that king to a trick. If the declarer holds all four kings, the declarer is forced to play alone. The declarer may also play alone by simply saying "no king" or "no partner." A declarer who finds the called king in the talon is allowed to surrender and pays the victory points of the contract to all the other players. Instead of surrendering, the declarer may choose to continue and play alone against the other players.

In the King Calling Game, 54 cards are used. All pip cards of the suits ranking below the 7 are removed so that each suit consists only of the king, queen, cavalier, jack, 10, 9, 8, and 7. Each of the four players is dealt 12 cards after six cards are dealt to the talon (1.2). If the declarer has a partner, the declarer pays victory points to or is paid victory points by only one of the two defenders while the declarer's partner pays to or is paid by the other defender. If the declarer plays alone, the declarer pays to or is paid by all three of the defenders. The declarer's side must win at least 54 card points in total out of 106 card points to win the contract.

3.0 The Tapper Game: The Introductory Game for Five Players

The Tapper Game uses a modified menu of contracts. In the Tapper Game, there are three contracts available in the auction (1.3): tapper, preference, and solo. The forehand is allowed to pass and, therefore, all three of the above contracts are available to all players. If all players pass, the players throw in the cards and the same dealer re-deals.

In the tapper or six contract; the declarer turns the talon face up, takes all six cards and exchanges them according to the usual requirements (1.4). Tapper is worth one victory point. Preference or three is the same as in the three or four player game (1.0) (2.0) but is worth two victory points. The solo or zero contract where the declarer takes no cards from the talon is the highest ranking contract and is worth four victory points.

In the Tapper Game, 66 cards are used. All pip cards of the suits ranking below the 4 are removed so that each suit consists only of the king, queen, cavalier, jack, 10, 9, 8, 7, 6, 5, and 4. Each of the five players is dealt 12 cards after six cards are dealt to the talon (1.2). The declarer does not have a partner and pays victory points to or is paid victory points by all four of the defenders. The declarer must win at least 60 card points out of 118 card points to win the contract.

4.0 The Tarock Calling Game: The Introductory Game for Six Players

In the Tarock Calling Game, the contracts available in the auction are the same tapper, preference, and solo contracts as in the Tapper Game (3.0) with the forehand being allowed to pass and the declarer has the option of choosing a secret partner.

The declarer, however, does not call a king (2.0). Instead of calling a king, the declarer may choose a secret partner by calling a tarock. In contracts other than solo, the tarock is called before exposing the talon. The declarer may call any tarock except for the oudlers. If the declarer wants to have a partner, he or she would call a tarock which is not in his or her hand. The declarer may call a tarock in his or her own hand if wanting to play alone without the defenders knowing it. The declarer may also play alone by simply saying "no tarock" or "no partner." A declarer who finds the called tarock in the talon is allowed to surrender and pays the victory points of the contract to all five of the other players. Instead of surrendering, the declarer may choose to continue and play alone against the five other players.

In the Tarock Calling Game, all 78 cards are used. Each of the six players is dealt 12 cards after six cards are dealt to the talon (1.2). If the declarer has a partner, the declarer pays victory points to or is paid victory points by two of the four defenders while the declarer's partner pays to or is paid by the two other defenders. If the declarer plays alone, the declarer pays to or is paid by all five of the defenders. The declarer's side must win at least 66 card points in total out of 130 card points to win the contract.

5.0 Basic Game Optional Rules

After learning the Introductory Game, players may use the following optional rules to play the Complete Basic Game. Scores for bonus victory points, like the victory point scores for the contracts, may be positive or negative and are scored so the sum of both sides equals zero.

5.1 Pagat Ultimo

This is a bonus for winning the last trick with the pagat. If the pagat wins the last trick, each member of the side playing the pagat is paid a bonus of one victory point by the opposing side. However, if the pagat is played to the last trick and fails to win that trick; even when the pagat is captured by a partner of the one playing it, then the pagat ultimo fails and the bonus of one victory point is instead paid to the opposing side.

5.2 Valat or All Tricks

In this bonus, the side winning all the tricks scores four times the value of the contract.

5.3 Announcements

Before the play of the first trick, there is a single round of announcements. If the declarer is playing a contract other than solo, announcements are made after the declarer has discarded (1.4). Beginning with the declarer and continuing clockwise, each player has only one opportunity to either announce any bonuses he or she wishes to attempt on behalf of his or her side or to pass. Each member of the side winning the announced bonus is paid double the basic value of that bonus by the opposing side. If the announcing side fails to win the announced bonus, then that side pays double the basic value. An announced pagat ultimo (5.1) is, therefore, worth two victory points and an announced valat (5.2) scores eight times the value of the contract.

Only the player holding the pagat may announce pagat ultimo. The player announcing pagat ultimo lays out the pagat face up on the table and keeps it there for as long as possible. This player is not allowed to lead the pagat before the last trick. This player may not play it to a trick begun by another player unless it is the only remaining tarock. If the player announcing pagat ultimo is forced to play the pagat prior to the last trick or if the pagat fails to win the last trick, then the announced pagat ultimo fails.

Any player may announce valat on behalf of his or her side. The score for announced valat replaces the score for the contract. A side announcing valat must, therefore, win all the tricks or that side loses the contract, even if winning the majority of card points.

After everyone has had an opportunity to announce or to pass, the forehand leads to the first trick.

5.4 Misère: The Negative Game

If the forehand begins with the minimum bid of preference in the three or four player game (1.0) (2.0) and all the other players pass in the auction (1.3), then instead of playing the minimum contract; the forehand may announce that a misère (pronounced "miz-air") will be played in which the object is to avoid taking card points.

In the game for five or six players (3.0) (4.0); instead of players throwing in their cards, a misère is automatically played when all players pass.

In a misère, the talon is set aside face down and not used. As usual, the forehand leads to the first trick. There are no teams in a misère. All players play for themselves as individuals. The player (or players in the case of a tie) taking the most card points pays one victory point to each of the other players. In a misère, there is no round of announcements (5.3), nor are there scores for bonuses.

6.0 Advanced Game Optional Bonuses

After learning the Complete Basic Game, players may wish to add the following optional bonuses to start playing the Advanced Game.

6.1 Seven Honors: All Three and All Four

Honors also spelled “honours” are the seven cards worth five card points each; the three oudlers and the four kings. Each member of the side winning all three oudlers in tricks is paid one victory point by the opposing side. This bonus is called “all three,” “all three oudlers,” or “all three matadors.” Each member of the side winning all four kings in tricks is also paid one victory point by the opposing side. This bonus is called “all four” or “all four kings.”

All three or all four may be announced (5.3) by any player on behalf of his or her side during the round of announcements. Like other announcements, the score is doubled if the announcing side succeeds. If a side announcing all three or all four fails to win the required cards in tricks, the two victory points are instead paid to the other side.

6.2 The Handful: Tarock Declarations

In the three player game (1.0), any player holding at least 10 tarocks in his or her hand may declare how many tarocks he or she has. The fool counts as a tarock for this purpose. In the three player game; a single handful consists of 10 tarocks and is worth one victory point, a double handful consists of 11 tarocks and is worth two victory points, and lastly, a triple handful consists of 12 tarocks and is worth three victory points.

Players declare handfuls at the same time they announce bonuses (5.3). There are no handful declarations during a misère (5.4). A player declaring a handful states the exact number he or she holds. The tarocks are not shown to the other players and a player may not declare fewer tarocks than he or she has. A side declaring handfuls must win the contract in order to be paid these bonus victory points by the opposing side. If a side declaring handfuls loses the contract, then those bonus victory points are instead paid to the opposing side. Winning or losing an announced valat (5.3) counts as winning or losing the contract.

In the game for four players (2.0); a single handful consists of eight or nine tarocks, a double handful consists of 10 or 11 tarocks, and a triple handful consists of 12 tarocks.

There are no handfuls in the game for five or six players (3.0) (4.0).

6.3 King Ultimo

In the King Calling Game (2.0), if the called king is played to the last trick; each member of the side winning that trick is paid one victory point by the opposing side. If the side playing the called king to the last trick fails to win that trick, the bonus is instead paid to the opposing side. Unlike the pagat ultimo bonus (5.1), it is not necessary to win the last trick with the called king. It is only necessary to win the last trick containing the called king.

King ultimo may be announced (5.3) by the player holding the called king, although doing so reveals the identity of the declarer’s partner. The player announcing king ultimo lays out the called king face up on the table and keeps it there for as long as possible. This player is not allowed to lead it before the last trick nor play it to a trick begun by another player unless it is the only option available to follow suit. A player may not lay out both the pagat (5.3) and the called king. If the player announcing king ultimo is forced to play the called king prior to the last trick or if the player fails to win the last trick containing the called king, then the announced king ultimo fails. A successful announced king ultimo scores two victory points from the opposing side. If the announced king ultimo fails, each member of the side playing it pays the two victory points to the opposing side.

7.0 Further Advanced Game Optional Rules

Players may also use these rules to play the Complete Advanced Game.

7.1 The Multiple Round Auction

Instead of a single round of bidding in the auction (1.3), bidding may continue for multiple rounds until all but one player passes.

During multiple round bidding, there is seniority or an order of priority. The forehand has the highest seniority; which decreases from player to player with the dealer having the least seniority. Players with lower seniority than a previous bidder must either bid higher or pass. Once having passed, a player may not re-enter the auction. During subsequent rounds, a player with higher seniority than a previous bidder may match the bid, bid higher, or pass.

When all the other players have passed after one or more rounds, the final bidder is allowed to raise the bid to any contract he or she wishes to play, provided that it is at least as high as the final bid.

7.2 Doubling: Contra, Re-Contra, and Supra-Contra

During the round of announcements (5.3), a member of the defending team may double the victory points of the contract by saying "contra the contract." After this has happened, the declarer or his or her partner may double the score again or quadruple it by saying "re-contra the contract." This is an exception to the usual requirement, in the game for four and six players (2.0) (4.0), that the identities of the declarer's partner and of the defenders remain secret. After a re-contra, the defenders may further double the score or octuple it by saying "supra-contra the contract." Doubling is not possible when a *misère* (5.4) is declared.

Announced bonuses may also be contra'd, re-contra'd, or supra-contra'd. An opponent of a player who has announced a bonus may further increase the score for that bonus by saying, for example, "contra the *pagat ultimo*," raising its value to four victory points. The contract and announced bonuses are scored independently and are, therefore, contra'd, re-contra'd, or supra-contra'd independently. The *pagat ultimo* (5.1), *king ultimo* (6.3), and honors (6.1) announcements may all be doubled in this way. An announced *valat* (5.2), which replaces the score for the contract (5.3), may also be doubled. *Handfuls* (6.2) may not be doubled.

Players who want to contra, re-contra, or supra-contra must specify if they are referring to the contract or exactly to what announced bonus they are referring. A player may not contra an announcement unless that player knows for certain that he or she is on the opposing side of the announcer. Contrás, re-contras, and supra-contras may continue for a number of rounds after the single round of announcements, but all such doubling must stop before the forehand leads to the first trick.

7.3 The Advanced Negative Game

If a *misère* (5.4) is played, the following additional requirements are also observed. When playing to a trick, players must, if possible, play a card which beats the highest ranking card so far played to that trick. A player holding the *pagat* is not allowed to play it until it is the only card which can possibly be played to a trick.

8.0 Variants: Wild Card and Two Player Options

8.1 The Excuse: A Wild Card

When playing with this rule, the fool is no longer played as the highest ranking trump. The fool may be played to any trick regardless of the suit or tarock led. The fool does not normally win a trick; but when played, it is not taken by the winner of the trick. Instead the fool is taken back and kept by the owner who places it face down in his or her trick pile. Although the fool is taken back, the owner does not substitute a card in exchange for the fool. If the fool is led to a trick, the next player may play any card and subsequent players consider that card to be the lead for that trick.

As a consequence of this rule; if the player holding the fool has no numbered tarocks, that player does not have to play the fool if lacking cards of a suit led to a trick or if a tarock is led to a trick and may, therefore, play any card. Although it is now a wild card, the fool still counts as a tarock for the purposes of declaring *handfuls* (6.2) and of annulling the deal (1.2).

If the announcements rule (5.3) and the *valat* rule (5.2) are both used; a player announcing *valat*, if also holding the fool, may lay out the fool face up on the table in order to win an announced *valat* bonus. A layed out fool may not be played until the last trick. In this case, the fool wins the last trick if the side playing it has won all the previous tricks. If the side playing the fool in the last trick fails to win the announced *valat* bonus, the fool is simply taken back as usual. Only a player making a *valat* announcement may lay out the fool and may not also lay out the *pagat* (5.3) or a called king (6.3).

8.2 The Introductory Straw Man Game for Two Players

As in the four player game (2.0), 54 cards are used in this two player variant. The first dealer is chosen randomly. The dealer shuffles the cards and the player opposite the dealer cuts the cards. Both players each receive 15 cards dealt in three groups of five cards.

If either player is dealt a 15 card hand without tarocks or having a dry pagat, this must immediately be declared. This deal is annulled (1.2) as in the standard game for three or more players.

After each player has been dealt a hand of 15 cards, both players are then dealt three stacks of four cards each face down in front of them. These stacks are called “straw men” or “dummies.” After the deal, but before the lead to the first trick; each player now turns the top card of each straw man face up.

There is no auction (1.3) in the introductory version of this variant and the player opposite the dealer is the forehand who leads to the first trick.

The face up cards on a player’s straw men can be played to tricks as though they were part of the player’s hand. At the end of each trick, if a player has played from a straw man; that player immediately turns the next card of that straw man face up before the play of the next trick.

When both players have played all the cards from their hands and from all their straw men; the winner is the one with the majority of card points, scoring at least 54 out of 106 card points, and is, therefore, paid one victory point by the other player. In the case that both players have tied; scoring 53 card points each, both players score zero victory points.

8.2.1 Optional Rules for the Straw Man Game

Only some of the basic and advanced optional rules from the standard game may be used here. The optional rules for the pagat ultimo (5.1) and honors (6.1) bonuses may be used, but they count for only their basic values in victory points. If the valat rule (5.2) is used, the score for the valat bonus is worth four victory points. If both players agree, they may also use the variant rule in which the fool or excuse is played as a wild card (8.1). The optional rules for announcements (5.3), misère (5.4), handfuls (6.2), and doubling (7.2), however, are not used in this two player variant.

8.2.2 Tarocks and Kings: An Additional Optional Rule for Two Players

If at any time, either before play begins or during the play of a trick, an exposed card of a straw man is a numbered tarock, the fool, or a king; the player owning that straw man immediately takes the card into his or her hand and then turns face up the next card of the straw man. This is repeated until either the straw man is gone or the exposed card is a suit card ranking below the king. Players may not take a card from a straw man into their own hand without their opponent seeing it.

8.2.3 Take or Pass: The Auction Straw Man Game for Two Players

After the hands and the straw men are dealt, but before the top cards of the straw men are exposed; there is an auction in which either player, beginning with the forehand, has the option to bid or to pass.

Unlike the standard game for three or more players (1.3), there is only one contract called “take.” The forehand is not required to make this bid and is, therefore, allowed to pass. If both players pass in the auction; play continues as in the Introductory Straw Man Game (8.2), with the player winning the majority of card points being paid one victory point from the other player or both players receiving zero in the case of a tie. However, if either player bids take, that player becomes the declarer and the other player becomes the defender.

If the declarer wins the majority of card points, then the declarer is paid two victory points by the defender instead of one victory point. If the declarer loses the take contract, the declarer instead pays the defender three victory points. If both players each win 53 card points, the declarer has lost the contract. Regardless of who becomes the declarer, the forehand or player opposite the dealer leads to the first trick.

Optional rules may also be used (8.2.1) (8.2.2). If the valat rule (5.2) is used, the score for the valat bonus is worth four times the victory points of the take contract. If the declarer wins all the tricks, the declarer is, therefore, paid eight victory points by the defender and if the defender wins all the tricks, the defender is paid 12 victory points by the declarer.

Player Reference Charts

Values of the Cards (1.1)

Oudlers and kings	5 card points each
Queens	4 card points each
Cavaliers	3 card points each
Jacks	2 card points each
All others.	1 card point each

Contracts in the Three or Four Player Game (1.3) (1.6)

Preference or three cards*	1 victory point
Duo or two cards	2 victory points
Uno or one card.	3 victory points
Solo or zero cards	4 victory points

*The preference contract is only available to the forehand who is not allowed to pass.

Contracts in the Five or Six Player Game (3.0) (4.0)

Tapper or six cards	1 victory point
Preference or three cards	2 victory points
Solo or zero cards	4 victory points

Requirements for Winning Contracts

Three players	42 cards - 48 out of 94 card points (1.1) (1.6)
Four players	54 cards - 54 out of 106 card points (2.0)
Five players	66 cards - 60 out of 118 card points (3.0)
Six players	78 cards - 66 out of 130 card points (4.0)

Victory Points for Bonuses Basic/Announced (5.3)

Pagat ultimo (5.1)	1/2
King ultimo (6.3) **	1/2
All three oudlers (6.1)	1/2
All four kings (6.1)	1/2
Valat (5.2) ***	contract × 4/contract × 8
Single handful (6.2)	1/na
Double handful (6.2)	2/na
Triple handful (6.2)	3/na

**The king ultimo bonus is only available in the game for four players (2.0).

***The score for announced valat replaces the score for the contract (5.3).

Requirements for Handfuls (6.2)

Three players:	single - 10 tarocks,	double - 11 tarocks,	triple - 12 tarocks
Four players:	single - 8 or 9 tarocks,	double - 10 or 11 tarocks,	triple - 12 tarocks